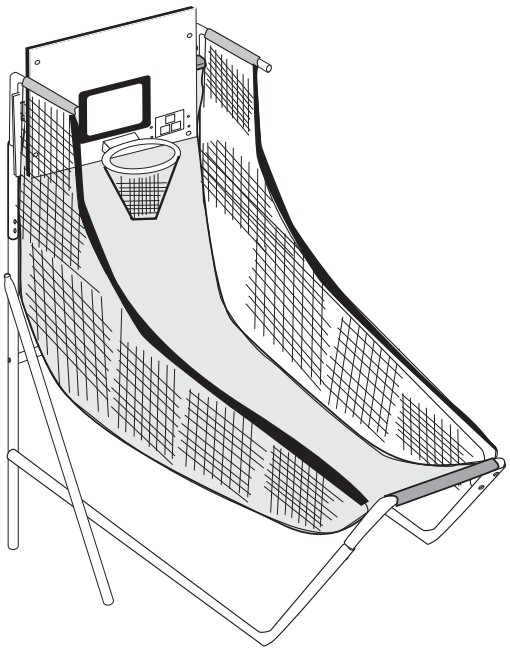
HUFFY® SPORTS
A DIVISION OF RUSSELL CORPORATION

Single Electronic Basketball System
Owners Manual

Customer Service Center
• N53 W24700 South Corporate Circle • Sussex, WI 53089 • U.S.A.



TOOLS SUPPLIED:	*TOOLS NEEDED:*
• 1 Allen Wrench *• Wrench (4 mm & 6 mm)*	*• 2 People*

⚠ WARNING!

	READ AND UNDERSTAND OPERATOR'S MANUAL BEFORE USING THIS UNIT. **FAILURE TO FOLLOW OPERATING INSTRUCTIONS COULD RESULT IN INJURY OR DAMAGE TO PROPERTY.**
	ADULT ASSEMBLY REQUIRED **Complete assembly before use by children. Unpacked product and parts must be kept away from children. Discard all packaging material and extra parts after assembly.**
	ELECTRICALLY OPERATED PRODUCT **As with all electric products, precautions should be taken to prevent electric shock. Not recommended for children under 6 years of age.**

⚠ WARNING!

	SHARP OBJECT INFLATION NEEDLE KEEP OUT OF REACH OF SMALL CHILDREN. NOT FOR CHILDREN UNDER 3 YEARS.
	CHOKING HAZARD SMALL PARTS: INFLATION NEEDLE AND SMALL HARDWARE. NOT FOR CHILDREN UNDER 3 YEARS.
	KEEP BAGS AWAY FROM BABIES AND CHILDREN. DO NOT USE IN CRIBS, BEDS, CARRIAGES OR PLAYPENS. THE THIN FILM MAY CLING TO NOSE AND MOUTH AND PREVENT BREATHING.
	BEFORE EACH USE, CAREFULLY INSPECT ADAPTER, PLUG, AND WIRE FOR SIGNS OF DAMAGE THAT COULD RESULT IN THE RISK OF FIRE, ELECTRIC SHOCK OR PERSONAL INJURY. DO NOT USE SHOULD DAMAGE OCCUR. CONTACT HUFFY SPORTS COMPANY FOR IMMEDIATE REPLACEMENT.

Toll-Free Customer Service Number for U.S: **1-800-558-5234,**
For Canada: **1-800-284-8339**,
For Europe: **00 800 555 85234** (Sweden: **009 555 85234**),
For Australia: **1-800-333 061**
Internet Address: **http://www.huffysports.com**

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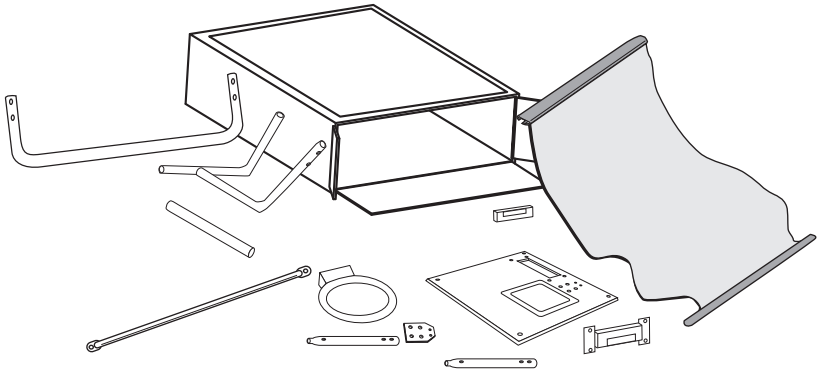
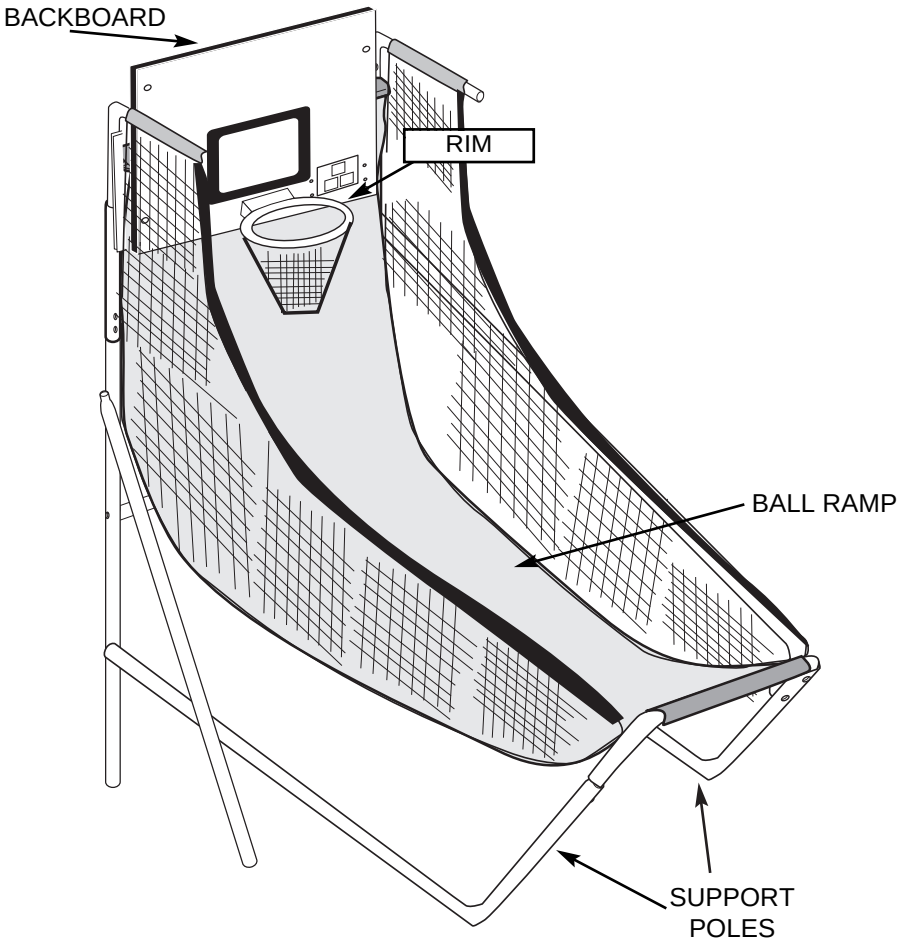
10/05 P/N M410001

We appreciate your purchasing one of our many fine products. We are sure that you will be very satisfied with your selection. Although great care and effort have been taken, occasionally problems may occur. To ensure prompt and correct handling of any problems, or to answer any questions, please contact our Toll-Free Customer Service Number listed on front page. Service will be quicker if you have your Model Number (found on carton) and assembly instructions ready when calling.

IMPORTANT!
Remove all contents from boxes.



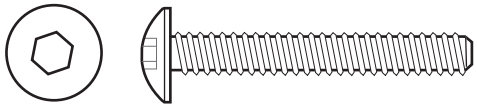
Get to know the basic parts of your basketball system.....



PARTS LIST - See Hardware Identifier

Item	Qty	Part #	Description
1	1	203980	Left Net Hanger Tube
2	1	213980	Right Net Hanger Tube
3	1	213981	Left Vertical Board Mounting Support Tube
4	1	203981	Right Vertical Board Mounting Support Tube
5	2	203985	Angle Top Frame Support Tube
6	2	203986	Angle Bottom Frame Support Tube
7	2	203982	Vertical Support Tube
8	1	203984	Left Horizontal Frame Brace, Square
9	1	203983	Right Horizontal Frame Brace, Square
10	2	203987	Middle Telescoping Ramp Support Square Tube
11	2	203988	Front Telescoping Ramp Support Square Tube
12	1	203989	Front Horizontal Ramp Support Square Tube
13	1	203990	Horizontal Frame Cross Brace
14	2	203992	Plastic Tube Cap
15	1		Backboard
16	1	203993	Rim Support Plate, Metal
17	1	204537	Rim Assembly
18	1	204014	AC Power Adapter, 6 Volt
19	1	204404	Electronic Score Keeper
20	1	203999	Switch and Paddle Assembly
21	1	204000	Ball Ramp with Side Netting
22	10	204001	Socket Head Screw, M6 x 35 mm Long.
23	24	204002	Locknut, M6
24	2	204003	Socket Head Screw, M6 x 30 mm Long.
25	8	204004	Socket Head Screw, M6 x 20 mm Long.
26	4	204005	Socket Head Screw, M6 x 45 mm Long.
27	4	204006	Socket Head Screw, M5 x 20 mm Long.
28	4	204007	Locknut, M5
29	4	204009	Plastic Leg End Cap
30	1	204013	Inflation Pump with Needle
31	1	204016	Wrench, Allen, 4mm
32	4	204018	Washer, Flat, 5mm
33	1	204017	Wrench, Double Ended, M6 & M5
34	3	204011	Basketball, Size #3, 7.0" Dia.
35	1	204012	Net , Nylon

HARDWARE IDENTIFIER



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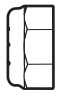

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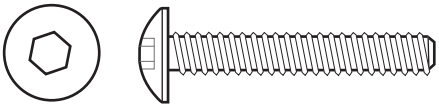

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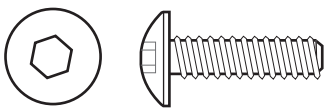

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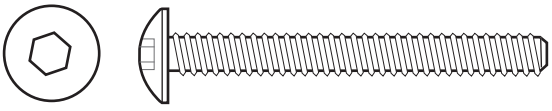

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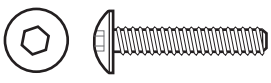
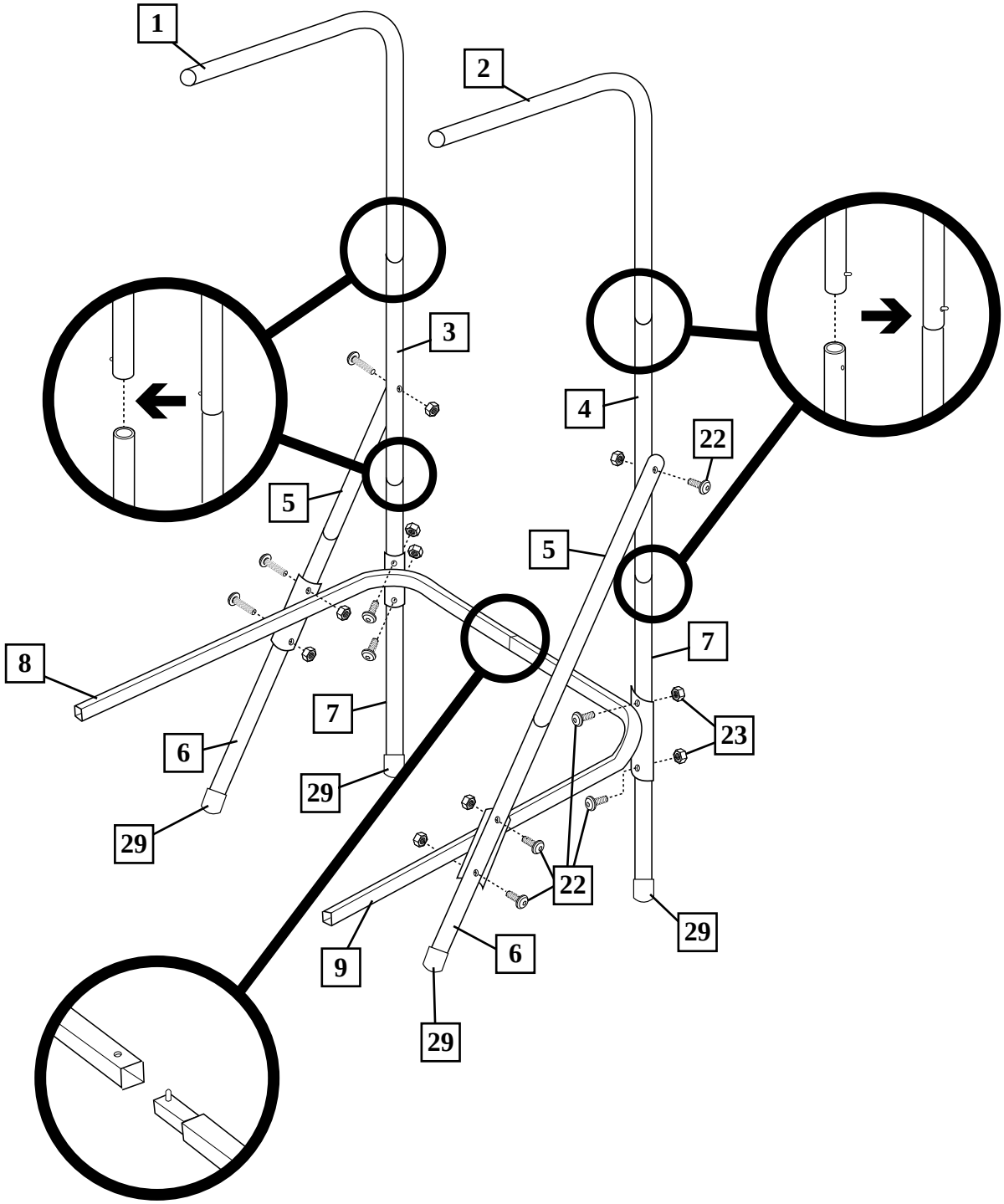


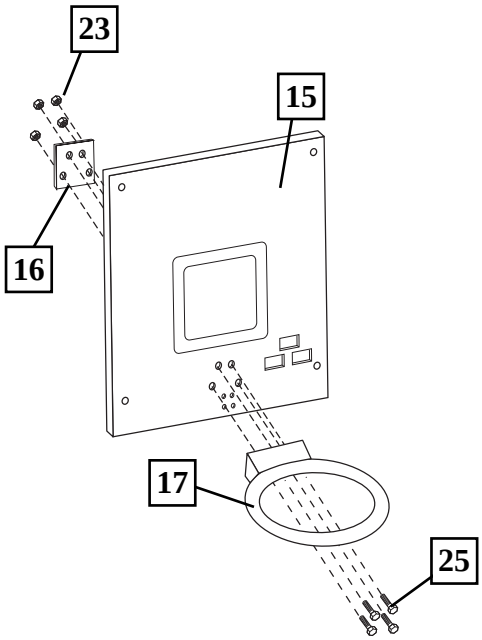
Item #27 (4)

Item #28 (4)

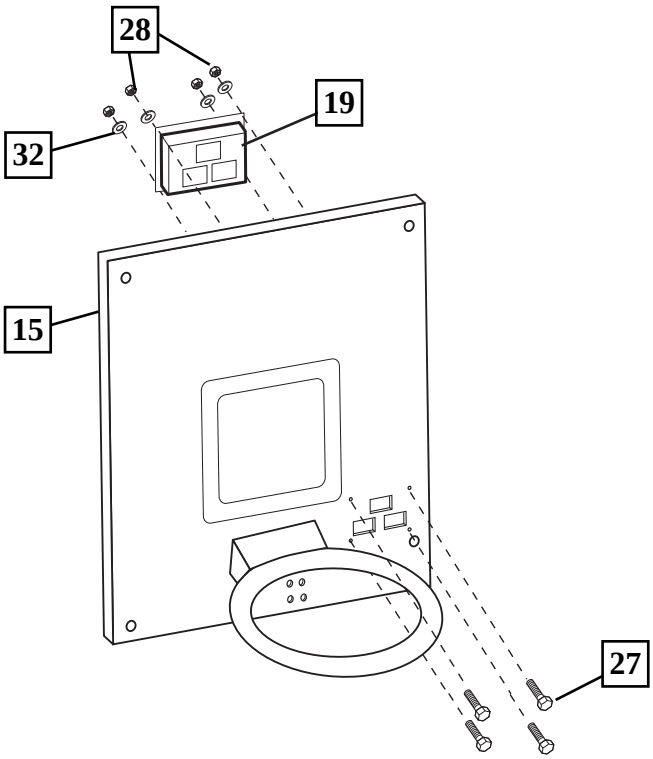
1. Assemble back frame with bolts (22), nuts (23), and by snapping pins into tubes as shown.



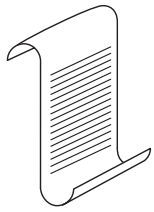
2. Attach rim (17) to backboard (15) with bolts (25), back plates (16), and nuts (23) as shown. Repeat for opposite side.



3. Attach score keeper (19) to backboard with bolts (27), washers (32), and nuts (28).

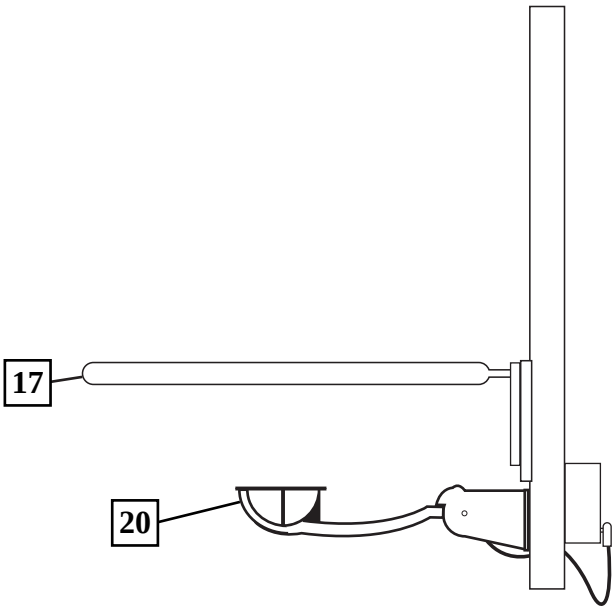


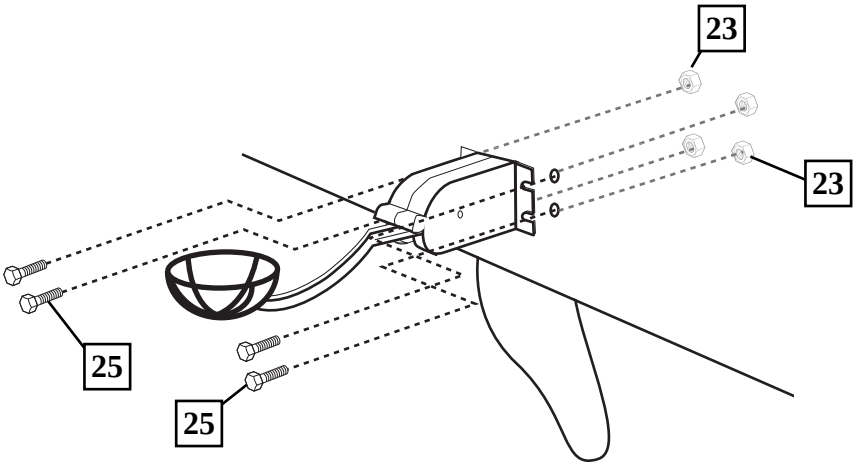
4. Attach scoring paddle (20) onto backboard below rim (17) with bolts (25) and nuts (23). Plug wires from paddle into scoring unit as shown.



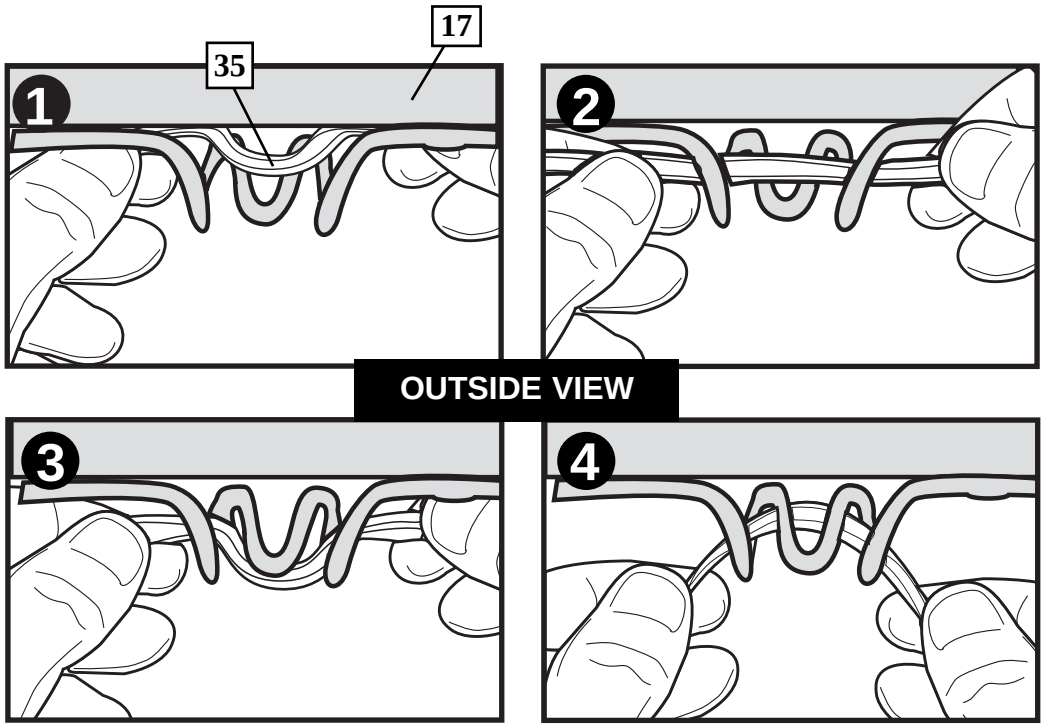
NOTE:

Paddle must be centered underneath rim for proper registration of score.

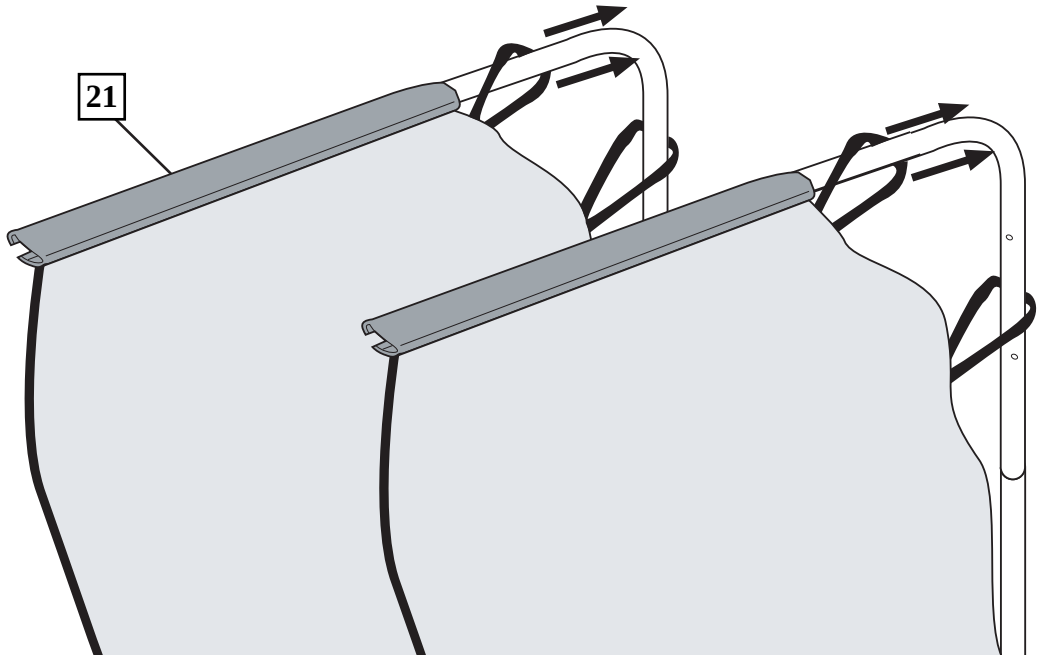




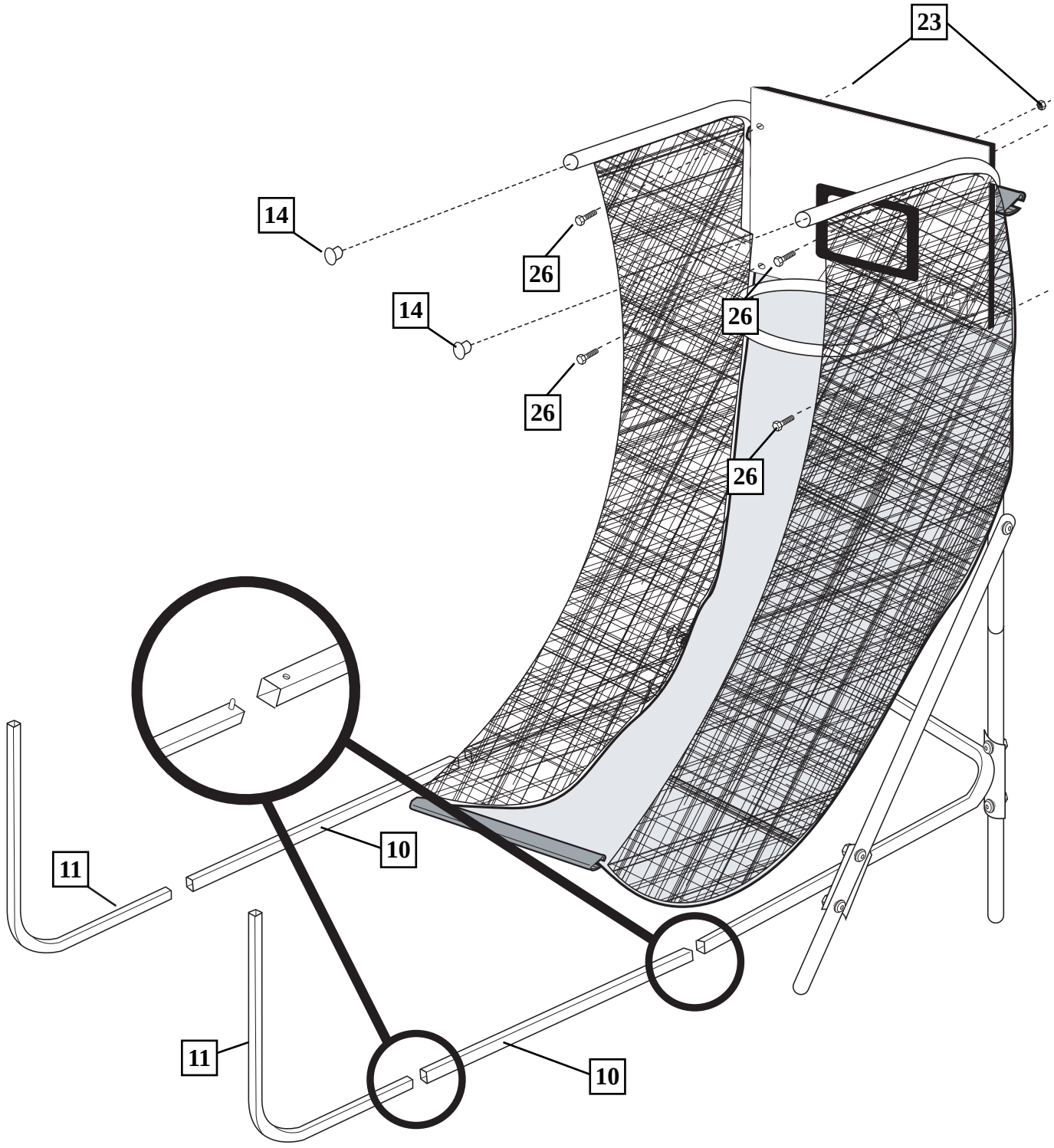
5. Attach net (35) to rim (17). ***NOTE: DO NOT ENTANGLE WIRES FROM PADDLE IN NET***



6. Slide ball ramp (21) onto back frame as shown.



7. Attach backboard assembly to back frame with bolts (26) and nuts (23).
Assemble frame tubes (10 and 11). Install tube caps (14) as shown.



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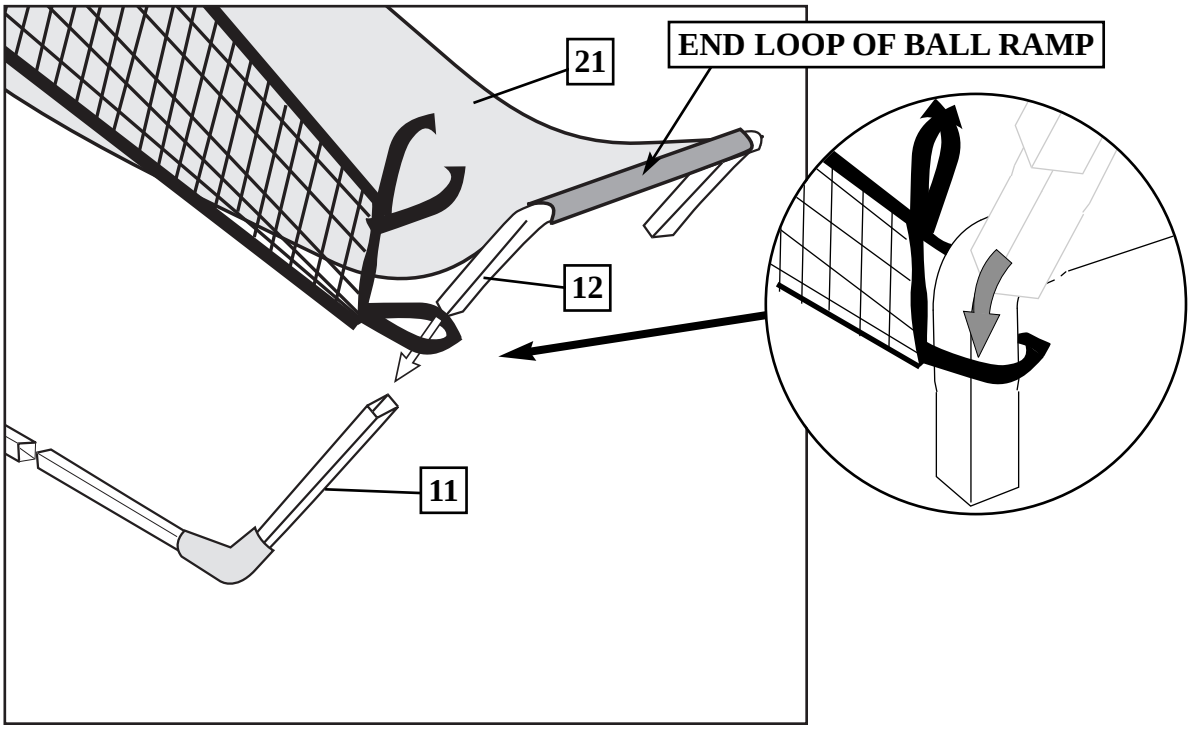
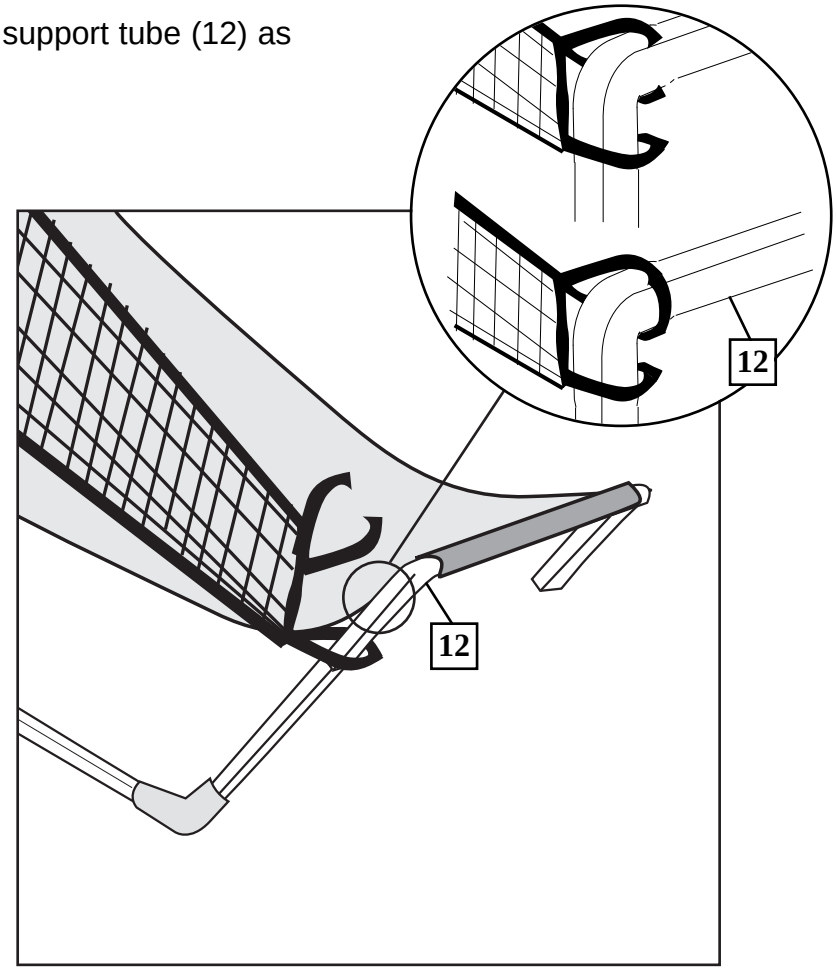
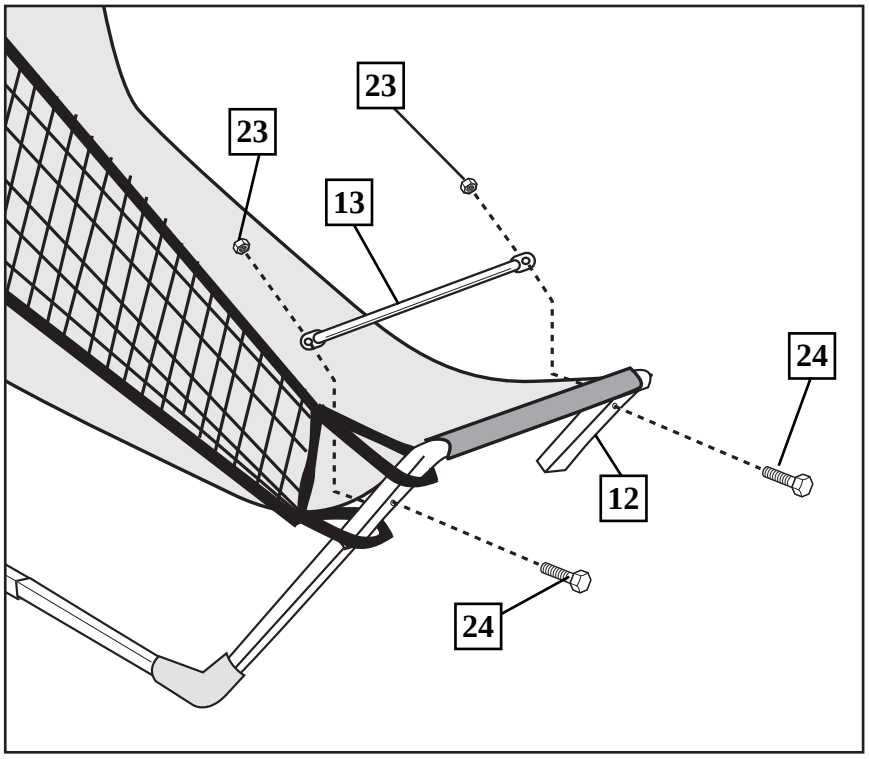
8. Insert ramp support tube (12) into end loop of ball ramp (21). Pass tube through elastic loop of ball ramp and insert into frame tube (11)



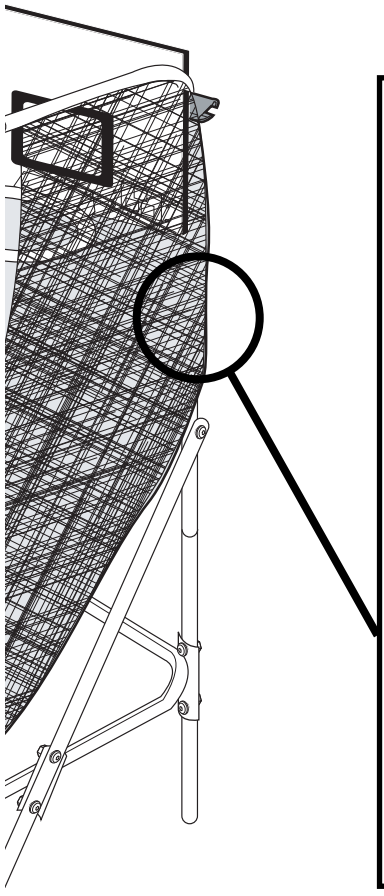
9. Secure 2nd strap to ramp support tube (12) as shown.

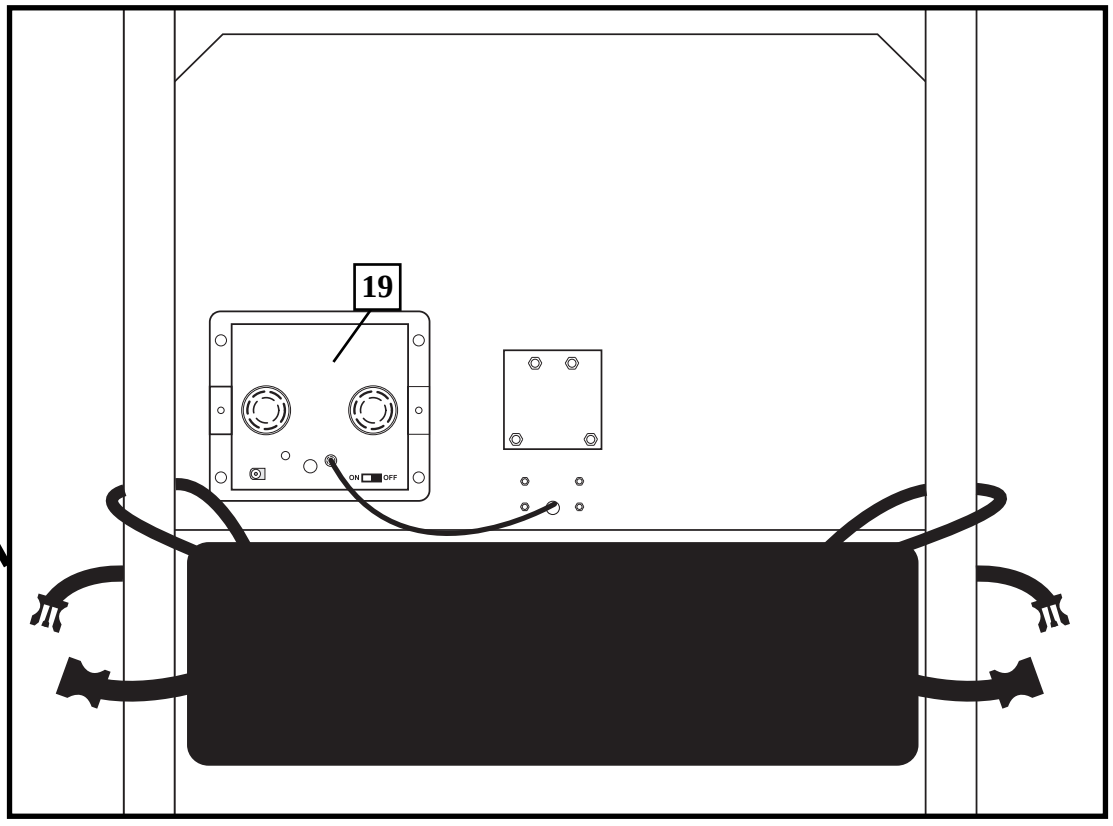


10. Attach frame cross brace (13) to ramp support tube (12) with bolts (24) and nuts (23) to add tension to ball ramp.



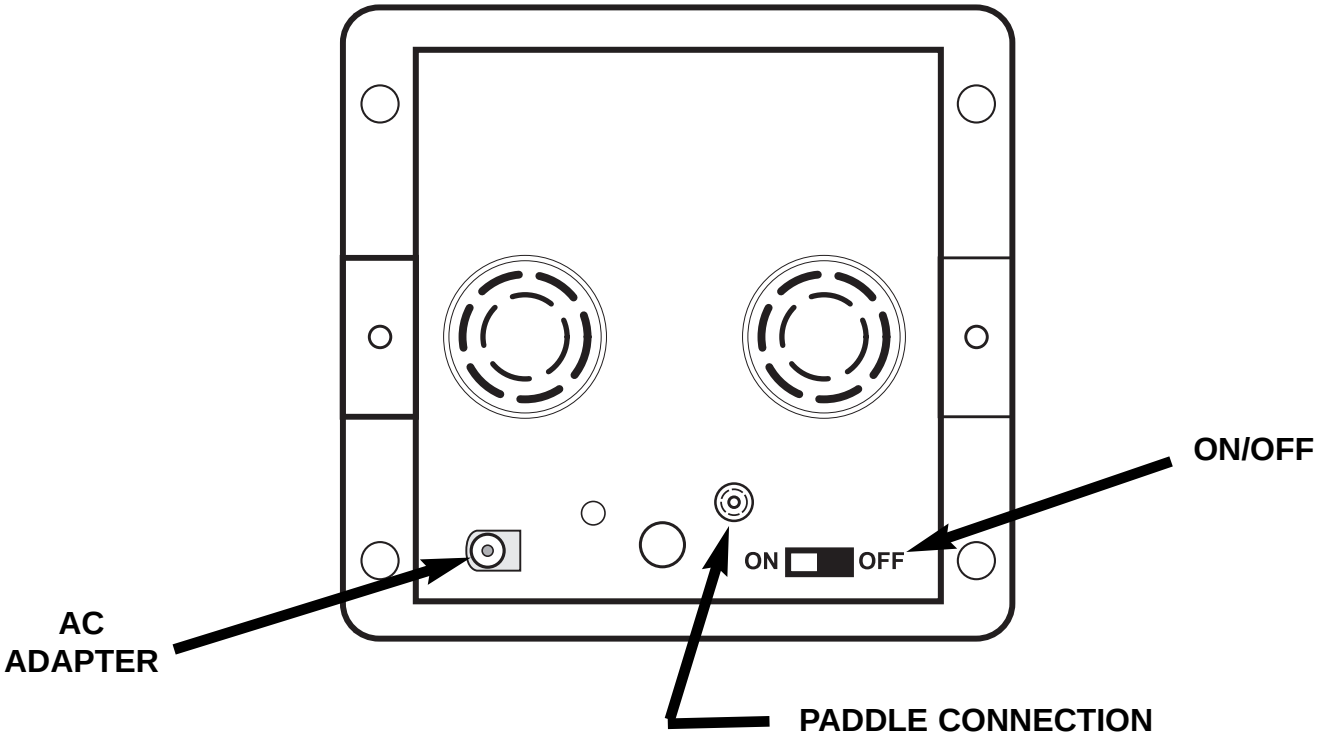
11. Hook elastic strap over tube and snap secondary straps together around tubes as shown. Plug paddle connector into scorekeeper (19).





12. Operation.

BACK VIEW OF SCORING UNIT



AC POWER: REMOVE AC ADAPTER FROM BOX. INSERT AC PLUG INTO SLOT ON SCORING UNIT. INSERT AC ADAPTER INTO 110 VOLT WALL OUTLET. TURN SCORING UNIT "ON".

Electronic Game Scoring

1. As a player steps up and sinks a basket, a musical tune will play to signal the start of a game. After the tune stops and a beep is heard, a 00 display will show.
2. The score keeper will reset the display to 60 seconds and begin counting baskets.
3. A beep is made for every basket made.
4. Two (2) points per basket made for first 45 seconds of game play.
5. After 45 seconds, a musical tone will play, signaling the start of 3 points per basket.
6. As time displays 00, a buzzer will sound. The high score is retained in memory.
7. The high score will be retained in memory unless power is disconnected.
8. As the game is finished a 6 second delay will clear both scores and reset.
9. The highest score made is displayed and retained in memory. The high score resets to 00 if game is not played after 30 minutes.

13. **Telescoping Unit To/From Storage Position:**

A. Depress all four locking pins in telescoping tubes (10 and 11).

B. While holding front section of frame, gently slide frame towards backboard (15).

C. To return unit to playing position, slide front section of frame away from backboard (15) until all four pins lock frame into position.